
Title: Early Magics

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For early man, religion and magick were inseparable from the world around them, and just about every feature of the land was infused with some sacred significance. Swamps were evil. Every spring, tree, river and mountain was imbued with a spirit, with the unknown hidden behind every rock. With all of this in mind, early man developed magick as a force to combat the evil, and religion to honor the Gods. The origins of magick were derived from necessity rather than desire, and this still holds true today.

Zarathusta or Zoroaster, was the creator of the dualistic religion, in which Ahrua Mazda, the representative of good and right pitted against Ahriman, the representative of evil.

These forces were necessary, according to Zarathusta to keep the universe in balance.

Zarathusta was also given the title as the "Father of Magick" because of the Gathas, or verses he had written in the holy book, Zend Avesta.

Chaos magick is the fruit of Austin Osman Spare and Peter Carroll's rebellion against the traditional magickal systems which they deemed needlessly

complicated, discriminatory
and impotent.

Influenced by both Spare
and Austin's scientific
pursuits and interests,
Chaos Magick is a
'non-system' focusing on
the mechanism of 'belief'
as a means to achieve a
desired end. Belief in
anything, a force, a deity,
will be adopted for the
purpose of the magickal
work at hand and then
discarded after it has
served its purpose. To do
this magicians must
become skilled in changing
their beliefs at a
moment's notice and
'believing' that "Nothing is
True and Everything is
Permitted" as Ray
Sherwin wrote in 'The
Theatre Of Magick' "The
(Chaos) Magician believes
nothing in the sense of
having faith. He
experiments practically to
ascertain if there is any
value in the postulates he
has either originated or
borrowed from elsewhere.
It is a fact that we all
must hold certain organic
beliefs for the sake of
convenience. You all
believe that the chairs
you are sitting in are
real -- most of the
time. This is not however
a mental process, but
rather an instinctive or
organic one without which
life would be impossible."

The path of Chaos is not
one for the weak or
fearful. You must realize
that you are entirely on
your own and free to do
as you please, therefore
you alone are responsible
for the outcome of your
actions. You will not find
'Karma' or 'The Law of
Three' in Chaos Magick to

comfortably set your limits for you. Chaos Magick is not black, white or gray, it is simply neutral energy which you will shape into your intention. Therefore, unless you have a solid code of ethics and know what you are doing, Chaos Magick is not for you, indulge in foolishness and you will quickly be on the way to self-annihilation. Chaos Magicians generally don't worship a 'god', but as mentioned above they will temporarily believe in any god-form required to make their magick work. Working with god-forms in Chaos Magick involves the same or similar invocation or evocation methods used in traditional systems. Unlike god-forms that already exist, servitors are magickal beings, created by a magician to perform a certain task. Servitors are created in a state of gnosis and stored in a material object such as a sigil which then enables the magician to summon, communicate and affect it. There are mainly two types of Servitors; "Egregores" which are large servitors usually created by a group of magicians and remain in existence indefinitely, and "Independent Thought-Forms" which are usually active for the duration of the magickal working and then destroyed by the magician. Sigil Magick was developed by Spare and involves the creation of an abstract image of the magician's written will or intent and absorbing the sigil into the subconscious in a state of gnosis. It then,

should be forgotten and
the material sigil
destroyed, for it is
believed that once the sigil
is in the subconscious mind
it will operate unaided.

Chaos magick is path of
complete magickal
freedom, make your
choices carefully and be
responsible. Above all, if
such freedom makes you
uncomfortable and you
feel a compelling need to
be goverened by dogmas,
then steer clear from
the path of Chaos or
your sanity just might
get swept away...